

POLICY FOR DESIGN AND TECHNOLOGY

February 2023



OVERVIEW

Design and technology in this school will develop pupils' creativity and imagination, as they design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Pupils will also be given the opportunity to create dishes from different countries and cultures. Through the evaluation of past and present design and technology, they develop an understanding of how design and technology influences us in the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

AIMS

1. To help pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
2. To enable pupils to build and apply their knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
3. To teach pupils how to critique, evaluate and test their ideas and products, as well as the work of others.
4. To enable pupils to understand and apply the principles of nutrition and learn how to cook.

STRATEGIES

1. Teachers will use a variety of creative and practical activities, to teach pupils the knowledge, understanding and skills needed to engage in the process of designing and making.
2. Pupils will research, and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, and which are aimed at particular individuals or groups.
3. They will generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
4. Pupils will work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].
5. They will be provided with opportunities to generate, develop, model and communicate their ideas through talking, drawing templates, mock-ups and, where appropriate, information and communication technology.
6. Pupils will select from and use a range of appropriate safe tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
7. They will have opportunities to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics, functional properties and aesthetic qualities.
8. Pupils will be given time to explore and evaluate a range of existing products before creating their own design, and will have the opportunity to evaluate their ideas and consider the views of others to improve their work.
9. Pupils will be given the opportunity to build structures, exploring how they can be made stronger, stiffer and more stable; and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

OUTCOMES

Through a variety of creative and practical activities, pupils will be confident in the knowledge, understanding and skills needed to enable them to engage in an iterative process of designing, making and evaluating, as they draw on other subjects such as mathematics, science, computing and art. Pupils will be confident to take risks, as they develop and become resourceful, innovative, enterprising and capable citizens and they will understand how key events and individuals in design and technology have helped shape the world.

Revised and adopted by the Governing BodyDate.....Review Date.....